# **Dave Grega**

**Portfolio:** [www.davegrega.com](file:///C%3A%5CUsers%5Cv-gred%5CDesktop%5Cwww.davegrega.com)

**Linkedin:** [www.linkedin.com/in/davegrega](file:///C%3A%5CUsers%5Cv-gred%5CDesktop%5Cwww.linkedin.com%5Cin%5Cdavegrega)

**Email**: [davegrega@gmail.com](file:///C%3A%5CUsers%5Cv-gred%5CDesktop%5Cdavegrega%40gmail.com)

I am a Senior Level 3D Artist with vast experience in Film, AAA Video Game Development as well as Virtual/Mixed/Augmented Reality and Visual Simulation. My focus is creating and managing highly detailed and optimized art content in the interactive entertainment industry.

**GAMES / INTERACTIVE ENTERAINMENT:**

# **Vista Outdoor / Foresight Sports (2021-2023) - Lead Environment Artist**

**FSX Play**
- Overseeing and executing all aspects of 3D Environment Content

- Terrain Re-topologizing and optimization

- Material and Texture generation

- Realtime Lighting System

**Software used: Maya, Substance, Photoshop, Proprietary tools**

# **Sony Interactive Entertainment (2020-2021) - Senior Environment Review Artist**

**Multiple 1st and 3rd Party Titles**
- Creative and technical direction

# - Content creation and optimization

- Outsource Management

- Asset Tracking

**Software used: Maya, Substance, Photoshop, Proprietary tools**

# **Freelance (2019-2020) - Art/Creative Direction and Technical Consultation**

**TBA**

**Simply Augmented**

**Futurewei Technologies**

- Milestone planning / scheduling
- Tools and Pipeline Development / Refinement
- Content creation and optimization

- Outsource Management

**Software used: Maya, Substance, Photoshop, Proprietary tools**

# **Microsoft (Turn10 Studios) (2018-2019) - Photogrammetry Lead / Senior 3D Artist**

**Forza 6 and 7 (PC, XBOXONE, XBOXONEX)**

#  - Pipeline Development (Photogrammetry Capture and Processing, Optimization and Integration)

#  - R & D (Procedural Tools, workflows, and content generation)

#  - Tools testing / Art execution

**Software used: 3dsMax, Substance, Photoshop, Proprietary tools, Photoscan/Reality Capture**

# **Tesla (2017-2018) - Lead Environment Artist**

**Autopilot (Simulation)**

- First artist hired to help develop 3D simulation team - Art pipeline / Workflow development / Technical troubleshooting / Milestone planning

- 3d content creation and world polish (mesh, shaders/materials/textures)

- Hiring/Managing art team and external vendors

- Working with engineers to develop strategies, tools, technical solutions, procedural systems

**Software used: Maya, 3dsMax, Substance, Photoshop, Proprietary tools, UE4, Quixel**

# **Microsoft (Analog Design / Platform Next) (2015-2017) - Senior 3D Artist / Generalist**

**Windows 10 Mixed Reality Portal (VR)**

**Destination: MARS (Microsoft HoloLens)**

#  - Rapid Prototyping,

#  - 3D Modeling/Sculpting, 3D/2D Texturing/Painting, Shaders,

#  - Integration, Polish, Aggressive Optimization

**Software used: Maya, 3dsMax, Photoshop, Mudbox, Proprietary tools, Unity, Quixel**

# **Red 5 Studios (2014-2015) - Art Manager (Outsource) / Senior Artist**

**Firefall (PC)**

- Management and art direction of all incoming 3rd party art assets

- Companywide point of contact for all deliverables (scheduling, feedback, etc.)

- Technical integration of all 3rd party assets (Armor upgrades, Weapons, Environment/Props, etc.)

- Modeling, Texturing, High Poly Sculpting/Casting, Polish and cleanup of internal and 3rd party assets **Software used: 3DSMax, Photoshop, Proprietary Tools, MS Office**

# **Airtight Games(2012-2013) - Senior Environment Artist / Art Manager (Outsource)**

**Murdered: Soul Suspect (PC, XBOX360, PS3) Square Enix**

- Management and art direction of all incoming 3rd party art assets from 3 separate vendors

- Designed pipeline from ground up (file transfer, integration, feedback, workflow, quality control, etc.)
- Worked closely with the Engineering team to develop integration tools

- Setting up/tweaking materials for internal and 3rd party assets

**Software used: Maya, Photoshop, Mudbox, UDK, MS Office**

**Sony Computer Entertainment America (Zipper Interactive) (2004-2011) - Senior 3D Artist** *\* recommended for a Lead role by Art Manager*

**MAG (PS3) SCEA**

**SOCOM 4 (PS3) SCEA**

- High/low poly modeling, Sculpting/Casting to texture, UV layout/unwrapping, Texture painting

- Set up an extensive library of destructible assets using Havok

- Trained/mentored junior artists and new hires

**Software used: Maya, 3DSMAX, Photoshop, Proprietary tools**

# **Sony Computer Entertainment America (Bend Studio) (2004-2007) - Senior 3D Artist**

### **Syphon Filter: Dark Mirror (PS2 & PSP) SCEA**

**Syphon Filter: Logan's Shadow (PS2 & PSP) SCEA**

- High/low poly modeling, Sculpting/Casting to texture

- UV layout/unwrapping, Texture painting

- Lighting (Real-time and calculated)

**Software used: 3DSMAX, Photoshop, Proprietary tools**

**Black Ops Entertainment (2003-04) - 3D Artist**

**Terminator 3: Rise of the Machines (PS2 & XBOX) Atari**

**X-Files: Resist or Serve (PS2) Vivendi Universal**

- Polished various levels and corresponding art/objects, etc.

- Lighting

- Destructibles

**Software used: 3DSMAX, Photoshop, Proprietary Tools**

**FEATURE FILMS:**

**LIDAR VFX (2002-2003) - 3D Modeler**

**X-Men 2**

**2 Fast 2 Furious**

**Cat in the Hat**

**League of Extraordinary Gentlemen**

**Ghosts of the Abyss**

**The Day After Tomorrow**

-Team modeler of various CG sets and environments

##### **Software used: 3DS Max, Maya**

**DAT Productions (2002) - Production Artist**

**The Day After Tomorrow**

-Assisted Digital Domain team during pre-production (under the direction of VFX producer, Mike Chambers)

**EDUCATION:**

**Otis College of Art and Design (1998-2001) - Bachelor of Fine Arts (Digital Media Major)**

**SKILLS / SOFTWARE:**

**3D:** Maya, 3DSMax, Substance, ZBrush, Xnormal, UE4, Unity, Metashape, Reality Capture

**2D:** Photoshop, After Effects, Quixel Suite

\* Ability to immediately learn “in-house” tools